

South Carolina Education Lottery

Official Cash Count Up Add-A-Play Game Rules



1. General Provisions

Cash Count Up Add-A-Play is a promotional game dispensed from a retailer terminal immediately following the posting of the wager in the online game management system and requires player sight validation so that the player instantly knows whether he or she has won. This promotion is offered in conjunction with the purchase of Pick 3, Pick 4, and Palmetto Cash 5 on-line lottery games. Prize redemption is available at lottery retail locations or lottery claims centers. This promotional game will begin on or around Monday, August 30, 2010. The South Carolina Education Lottery (SCEL) reserves the right to suspend or end the promotion at any time without amending the Official Rules.

By purchasing a Cash Count Up Add-A-Play ticket, the player agrees to comply with all applicable revisions of the official game rules including revisions or amendments.

The Official Cash Count Add-A-Play Game Rules are comprised of: (1) Act 59 of 2001, as amended; (2) the regulations adopted by the South Carolina Lottery Commission; (3) any other matters adopted by SCEL; (4) the Functional Specifications Document for South Carolina, Cash Count Up Add-A-Play, or as may be updated ("game specifications"); (5) the material presented in this document; and (6) any practices and procedures utilized by SCEL whether written or unwritten. The items cited herein are incorporated into the Official Game Rules by reference and are binding as if printed below. Each numbered item cited above shall have equal weight unless there is an inconsistency between or among the documents, in which case the document listed first shall be controlling.

Amendments to these rules may be made at any time but must be made in writing and signed by the SCEL Executive Director, or her designee. The game specifications may be changed as deemed appropriate by SCEL without formal amendment to these rules or the signature of the Executive Director.

2. Cash Count Up Add-A-Play Features











Cash Count Up Add-A-Play characteristics:

- Tickets will be sold and validated via the on-line terminal.
- A Cash Count Up Add-A-Play game ticket purchase will only accompany the purchase of a Pick 3, Pick 4 or Palmetto Cash 5 game ticket and up to five (5) Cash Count Up Add-A-Play selections (\$1.00 per selection) may occur with each purchase of a Pick 3, Pick 4, or Palmetto Cash 5 ticket.
- A "transaction" is a single purchase of a Pick 3, Pick 4, or Palmetto Cash 5 game ticket.
- A "Play" is one (1) single Add-A-Play selection at the cost of one dollar (\$1.00) per selection.

- The ticket will **not** have a box that states the ticket is a winner. The player must sight validate or determine if the ticket is a winner through match identification, and validation will occur through the lottery retailer terminal or by submitting a claim to an SCEL claims center.

3. Cash Count Up Add-A-Play Game Description

Cash Count Up Add-A-Play will be sold on its own ticket, but is available for purchase only in combination with a Pick 3, Pick 4, and Palmetto Cash 5 transaction. **Cash Count Up Add-A-Play is not available as a stand-alone game. Cash Count Up Add-A-Play is not available with the purchase of a Powerball or a Mega Millions ticket.** The following table provides the game description:

Cash Count Up Add-A-Play	
Ticket and Game Characteristics	<p><i>About Cash Count Up Add-A-Play:</i></p> <ul style="list-style-type: none"> • The Cash Count Up Add-A-Play logo will appear at the top of the ticket. • The following instructions will be below the title logo: “In each Play COUNT the number of CASH symbols shown and instantly win the prize shown in the prize legend below.” • There will be two (2) rows of five (5) symbols in each Play purchased. On tickets with more than one (1) Play, each Play will be separated by a thick horizontal black line. • A player may purchase up to five (5) plays. On tickets with more than one (1) play, each play will be separated by a horizontal black line. • Each play will be labeled: “Play A.; Play B.; Play C.; Play D; and Play E.” based upon the number of plays purchased. • The ten (10) symbols which may appear on a ticket may include the following: <div style="display: flex; justify-content: space-around; align-items: flex-end; margin: 10px 0;"> <div style="text-align: center;"> Clover</div> <div style="text-align: center;"> Horse-shoe</div> <div style="text-align: center;"> Star</div> <div style="text-align: center;"> Diamond</div> <div style="text-align: center;"> Gold Bar</div> <div style="text-align: center;"> Pot of Gold</div> <div style="text-align: center;"> Piggy Bank</div> <div style="text-align: center;"> CASH</div> <div style="text-align: center;"> Money-bag</div> <div style="text-align: center;"> Coins</div> </div> <ul style="list-style-type: none"> • Players who match three (3) or more winning “CASH” symbols per play area (see Section 8) will win the associated dollar amount printed in the Prize Legend Per Play Area. • The Pick 3, Pick 4, or Palmetto Cash 5 game will print first on a single ticket. Up to five (5) separate plays of Cash Count Up Add-A-Play will print on the second, separate ticket immediately following the purchase of the Pick 3, Pick 4, or Palmetto Cash 5 ticket. Each Cash Count Up Add-A-Play ticket, consisting of between one (1) and five (5) plays - depending upon the number requested by the player, will have its own barcode. • The terminal will prompt the retailer to ask how many Cash Count up Add-A-Plays the player wants to purchase.
Cancellation	While on-line tickets may be cancelled as provided in those game rules, a Cash Count Up Add-A-Play ticket CANNOT be cancelled.
Ways to Win	Win instantly by matching three (3) or more CASH Symbols within the ten (10) Symbols in a given Play Area. Note: All plays selected randomly.
Winning Amounts	Maximum prize level of five hundred (\$500.00) dollars and a minimum prize level of two (\$2.00) dollars per play. Player can have multiple wins on the same ticket.
Play slip	Not applicable.
Quick Pick	Not applicable.
Advance Draw	Not applicable.

4. Probability of Winning

The following table sets forth the probability of winning on a single Cash Count Up Add-A-Play ticket:

<u>Prize</u>	<u>Odds</u>
\$2	1 in 6.67
\$5	1 in 23.08
\$10	1 in 100
\$50	1 in 1,200
\$500	1 in 12,000

Overall odds of winning a prize are **1 in 4.9**. Odds of not winning a prize are 1 in 1.26.
Prizes as a percent of revenue are 70%.

5. Player Responsibility

The player bears the risk of loss and the sole responsibility to verify that the purchase requested has been received. Players should check the time stamp on the Cash Count Up Add-A-Play ticket to confirm that the time of purchase corresponds to the time of the Pick 3, Pick 4, or Palmetto Cash 5 purchase. The time of purchase is printed in military time in the lower right-hand corner of a ticket. A player may also confirm his or her purchase by comparing the preprinted 9-digit serial number **on the back** of the Pick 3, Pick 4, or Palmetto Cash 5 purchase and the preprinted serial number **on the back** of the Cash Count Up Add-A-Play ticket, as the numbers should be in sequence with the last game ticket printed (see Section 9).

6. Bearer Instrument

A Cash Count Up Add-A-Play ticket is a bearer instrument and, as such, the player should treat the ticket as cash. SCEL is not responsible for lost or stolen tickets. Players should fill in the information in the space provided on the reverse side of the ticket and sign the ticket. The individual presenting the ticket for validation is presumed to be the owner of the ticket and SCEL assumes no liability for claims made by third parties.

7. Claiming Cash Count Up Add-A-Play Prizes

A. A winning Cash Count Up Add-A-Play ticket may be claimed in the same manner as Pick 3, Pick 4, or Palmetto Cash 5 tickets. If the ticket is a winner, the terminal prints a receipt that displays the amount. A claim is subject to all SCEL validation requirements and a claim must be presented within 180 days from the date of purchase. Only original tickets are eligible for validation.

B. Prizes for multiple plays on the same Cash Count Up Add-A-Play ticket may not be divided and shall be considered one claim.

C. A winning ticket may be presented to an SCEL retailer or at an SCEL claims office, either in person or via the mail. Risk of loss for mail-in claims remains with the player.

8. Cash Count Up Add-A-Play Ticket Face

The following page (Page 4 of 6) is a sample of winning and non-winning plays on the face of a sample Cash Count Up Add-A-Play ticket:

Cash Count Up

Add-A-Play*

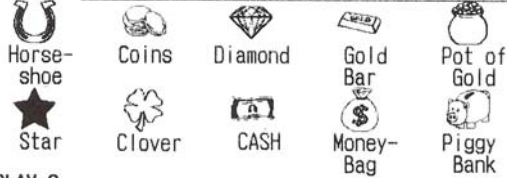
00000 00022 00038 66624 08006 38847 27683

In each play, COUNT the number
of CASH symbols shown and instantly win
the prize shown in the Prize Legend below.

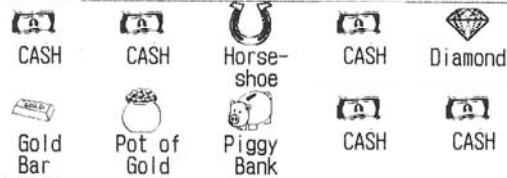
PLAY A.



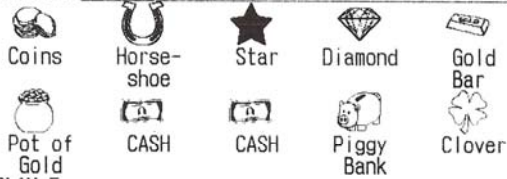
PLAY B.



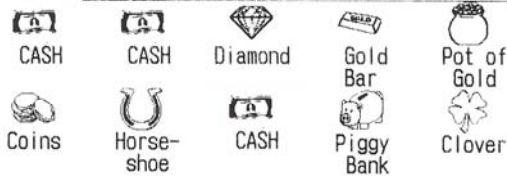
PLAY C.



PLAY D.



PLAY E.



PRIZE LEGEND PER PLAY AREA

Get 3 CASH = \$2 Get 4 CASH = \$5 Get 5 CASH = \$10
Get 6 CASH = \$50 Get 7 CASH = \$500

\$5.00 - 5 Plays

PLEASE SIGN REVERSE SIDE OF THIS TICKET
IMMEDIATELY AFTER PURCHASE.

Sun. Aug 22, 2010 15:49:44

202066-20206601 0028 TR:00208810

B9B468E0C1E601CDEB56A62E5221E5F6F409FD7F

00461 37344 00000 01824 41443 08022 46002



Separates **Play A** from
Play B

Play B.
Non-winning Sample

Play C.
Winning Sample
Five (5) winning CASH
Match symbols

Play D.
Non-winning Sample

Play E.
Winning Sample
Three (3) winning
CASH Match symbols

Time/date stamp

9. Ticket Back

A player may confirm his or her purchase by comparing the preprinted 9-digit serial number on the back of the Pick 3, Pick 4 or Palmetto Cash 5 purchase and the preprinted serial number **on the back** of the Cash Count Up Add-A-Play ticket. The numbers should be in sequence. Please note the illustration below:

SERIES 01-
Player's
Care
for
Ticket
PLEASE
DO NOT LITTER
DDP Rev. 11/08

001008592

A

SOUTH CAROLINA EDUCATION LOTTERY (SCEL)

Tim Madden, Chairman Ernie Passalunghi, Executive Director
CLAIM CENTER ADDRESS: SCEL, P.O. BOX 11039, COLUMBIA, S.C. 29211-1039

Claims in excess of \$500 require a claim form which is available at any lottery retailer, an SCEL Claims Center, or at WWW.SCEDUCATIONLOTTERY.COM. For current or past winning numbers, CALL (803) 734-1 WON (4966).

SIGNATURE:

NAME (PRINT):

ADDRESS:

CITY:

STATE:

ZIP:

PHONE: ()

THIS TICKET IS A BEARER INSTRUMENT AND EQUAL TO CASH. SCEL is not responsible for lost or stolen tickets. Player is solely responsible for ensuring the accuracy of the amount and type of wager, numbers selected, draw dates, and draw times. Player assumes all risks. Ticket valid only for the draw(s) printed on the front. Prizes must be claimed within 180 days of the draw date. If you or someone you know has a gambling problem, CALL 1-877-452-5155. For questions regarding odds or instant ticket game information, call 1-866-736-9819.

PROCEEDS SUPPORT EDUCATION

SERIES 01-
Player's
Care
for
Ticket
PLEASE
DO NOT LITTER
DDP Rev. 11/08

001008593

B

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PROCEEDS SUPPORT EDUCATION

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DDP Rev. 11/08

001008594

C

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PROCEEDS SUPPORT EDUCATION

Online Game Ticket Back
(i.e. Palmetto Cash 5, Pick 3, or Pick 4)

Cash Count Up
Add-A-Play Ticket Back

Online Game Ticket Back
(i.e. Palmetto Cash 5, Pick 3, or Pick 4)

When a player plays Cash Count Up Add-A-Play, he or she should receive two tickets. As shown on Page 5 of 6, the first ticket as shown above is the online game ticket (i.e. Pick 3, Pick 4, or Palmetto Cash 5) the player purchases. The very next ticket to print will be the Cash Count Up Add-A-Play game ticket also shown above. **NOTE THAT THE 9-DIGIT SERIAL NUMBERS IN “A,” “B,” AND “C” ARE IN SEQUENCE.**

The 9-digit serial number is preprinted on the ticket stock (paper). Depending upon where the individual tickets are cut from the online terminal, more than one number may appear (See “A” & “B” above), but at least one number should appear on the back of each ticket. If the Pick 3, Pick 4, or Palmetto Cash 5 transaction involves more than one (1) ticket, the 9-digit number on the back of the Add-A-Play ticket will follow the last ticket issued prior to the Cash Count Up Add-A-Play wager. However, if new paper is loaded in the online terminal after the issuance of the Pick 3, Pick 4 or Palmetto Cash 5 game, but prior to the printing of the Cash Count Up Add-A-Play ticket, the 9-digit numbers will not be sequential. These numbers have no bearing on the playing of Cash Count Up Add-A-Play or the Pick 3, Pick 4, or Palmetto Cash 5 games; these numbers merely assist the player to ensure that he or she has received the Cash Count Up Add-A-Play ticket that accompanies his or her respective Pick 3, Pick 4, or Palmetto Cash 5 ticket purchase.

10. As authorized by the Board of Commissioners, the Executive Director may, from time to time, implement, as she deems appropriate, a sales incentive program for licensed SCEL retailers.
11. SCEL's total liability, for any activity relating to or taken pursuant to these rules, shall be limited to the purchase price of the ticket. Matters related to the player's failure to confirm the purchase as discussed in Paragraph 5, are deemed not to be a cause for grievance relating to this game. Under any circumstances, regardless of the number of tickets purchased, SCEL's total liability shall not be more than \$100.00 to a person who is found to be aggrieved by any aspect of this game or any application or any interpretations of the Official Rules.
12. Any person claiming to be aggrieved must file a written notice with the SCEL Executive Director, P.O. Box 11949, Columbia, SC 29211-1949, specifying the grounds for the grievance. Any grievance filed more than thirty (30) days after the purchase of a ticket will be deemed untimely.
13. In the event of any circumstances or interpretations of any matter whether contemplated or not contemplated in these rules, the interpretation and decision of SCEL's Executive Director, or her designee, will be final as provided by law.

Approved:

/s/ Paula Harper Bethea
Paula Harper Bethea, Executive Director

August 23, 2010
Date